



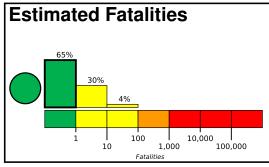


**PAGER** Version 6

Created: 2 hours, 30 minutes after earthquake

# M 5.2, 30km SE of Bodie, CA

Origin Time: 2020-04-11 14:36:37 UTC (Sat 07:36:37 local) Location: 38.0527° N 118.7320° W Depth: 8.8 km



and economic losses. There is a low likelihood of casualties and damage.

# Green alert for shaking-related fatalities Estimated Economic Losses 10,000 100,000 1,000

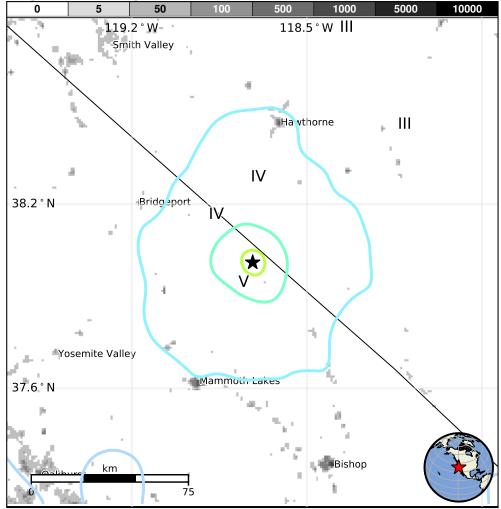
**Estimated Population Exposed to Earthquake Shaking** 

ESTIMATED POPULATION EXPOSURE (k=x1000)		_*	53k*	14k	0	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVE	SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

<sup>\*</sup>Estimated exposure only includes population within the map area.

Population Exposure

population per 1 sq. km from Landscan



## PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty.

#### **Structures**

Overall, the population in this region resides in structures that are resistant to earthquake shaking, though vulnerable structures exist. The predominant vulnerable building types are unreinforced brick masonry and reinforced masonry construction.

## **Historical Earthquakes**

Date	Dist.	Mag.	Max	Shaking
(UTC)	(km)		MMI(#)	Deaths
2003-12-22	341	6.6	VI(8k)	2
1980-01-24	265	5.8	VII(35k)	1
1989-10-18	287	6.9	VIII(109k)	62

Recent earthquakes in this area have caused secondary hazards such as landslides and liquefaction that might have contributed to losses.

# Selected City Exposure

from Ge	eoNames.org	
MMI	City	Population
IV	Mammoth Lakes	8k
IV	Bridgeport	1k
IV	Hawthorne	3k
Ш	Dixon Lane-Meadow Creek	3k
Ш	West Bishop	3k
Ш	Bishop	4k
Ш	Smith Valley	2k
Ш	Oakhurst	3k
Ш	Ahwahnee	2k
II	Coarsegold	2k
Ш	Mariposa	2k

bold cities appear on map.

(k = x1000)